CLAIMS

What is claimed is:

1	1.	A method comprising:
2		determining if a user is proximately located with respect to a device;
3		determining if there is activity on the device; and
4		as long as the user is proximately located, and there is no activity on
5		the device, periodically simulating an activity on the device to
6		prevent the device from transitioning into a resource saving state.
1	2.	The method of claim 1 wherein said determining if the user is
2		proximately located comprises monitoring an audio input device for
3		audio input.
1	3.	The method of claim 2, where said determining if the user is
2		proximately located further comprises determining if the user's voice is
3		present in said audio input.
1	4.	The method of claim 3, where said determining if the user is
2		proximately located further comprises comparing audio samples from
3		said audio input to a voice reference sample of the user.

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- 1 5. The method of claim 1, where said determining if there is activity on the 2 device comprises receiving notification of activity from an operating 3 system of the device.
- 6. The method of claim 5, where said determining if there is activity on the 1 2 device further comprises requesting said operating system to provide 3 said notification of activity.
 - 7. The method of claim 1 wherein said period for simulating said activity has a period length shorter than a period of inactivity that will result in the device in entering said resource saving state.
 - 8. The method of claim 1 wherein said simulating of activity comprises simulating one or more of a key press, a pointer device movement, and a network traffic event.
 - 9. An apparatus comprising:
- 2 storage medium having stored therein a plurality of programming 3 instructions designed to determine if a user is proximately located 4 with respect to the apparatus, determine if there is activity on the 5 apparatus, and simulate an activity to prevent the device from 6 transitioning into a resource saving state if the user is proximately 7 located and there is no activity on the apparatus; and

8 a processor coupled to the storage medium to execute the 9 programming instructions. 1 10. The apparatus of claim 9, wherein said programming instructions are 2 designed to perform said determining if the user is proximately located 3 by monitoring an audio input device of the apparatus for audio input. 1 11. The apparatus of claim 10, where said programming instructions are 2 designed to determine if the user's voice is present in said audio input, 3 when performing said determining if the user is proximately located. 1 12. The apparatus of claim 11, where said programming instructions are 2 designed to compare audio samples from said audio input to a voice 3 reference sample of the user, when performing said determining if the 4 user is proximately located. 1 13. The apparatus of claim 9, where said programming instructions are 2 designed to receive notification of activity from an operating system of 3 the apparatus, when performing said determining if there is activity on 4 the apparatus. 1 14. The apparatus of claim 13, where said programming instructions are 2 further designed to request said operating system to provide said 3 notification of activity, when performing said determining if there is

activity on the apparatus.

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1	15. The apparatus of claim 9, wherein said period for simulating said
2	activity has a period length shorter than a period of inactivity that will
3	result in the apparatus in entering said resource saving state.
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1	16. The apparatus of claim 9 wherein said programming instructions are
2	designed to simulate one or more of a key press, a pointer device
3	movement, and a network traffic event.
1	17.A method comprising:
2	receiving audio from an input device;
3	determining if the received audio matches an existing audio;
4	conditionally generate, upon determining that the received audio
5	matches the existing audio, an activity.
1	18. The method of claim 17, wherein the generated activity comprises one
2	of a simulated key press, a simulated mouse movement, and a
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3	simulated network traffic.
1	19. An apparatus comprising:
2	storage medium having stored therein a plurality of programming
3	instructions designed to:
4	receive audio from an input device;
5	determine if the received audio matches an existing audio;

6	conditionally generate, upon determining that the received audio
7	matches the existing audio, an activity; and;
8	a processor coupled to the storage medium to executed the
9	programming instructions.
4	20. The apparatus of claim 10 subarain the generated activity comprises
1	20. The apparatus of claim 19, wherein the generated activity comprises
2	one or more of a simulated key press, a simulated mouse movement,
3	and a simulated network traffic.
1	21.A method comprising:
2	setting a first timer with a first timer value;
3	receiving audio from an input device;
4	determining if the received audio matches an existing audio;
5	determining if the first timer has expired; and
6	generating, upon determining that the received audio matches the
7	existing audio sample and upon determining that the first timer has
8	expired, at least one activity.
1	22. The method of claim 19 wherein the generated activity comprises one
2	or more of a simulated key press, a simulated mouse movement, and a
3	simulated network traffic.
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1	23. An apparatus comprising:
2	storage medium having stored therein a plurality of programming
3	instructions designed to:

4	set a first timer with a first timer value,
5	receive audio from an input device,
6	determine if the received audio matches an existing audio,
7	determine if the first timer has expired, and
8	generating, upon determining that the received audio matches the
9	existing audio sample and upon determining that the first timer
10	has expired, at least one activity; and;
11	a processor coupled to the storage medium to executed the
12	programming instructions.
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1	24. The apparatus of claim 21, wherein the generated activity comprises
2	one or more of a simulated key press, a simulated mouse movement,
3	and a simulated network traffic.